TRAINING AGENDA

Articulate Storyline 360 Training
Create beautiful eLearning every time

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This three-day certified training course provides you with everything you need to create compelling, highly interactive eLearning courses using Articulate Storyline 360, that can be published and delivered to meet a variety of needs and play on a variety of devices.

The training days will focus on Storyline 360. From basic slides to conditional triggers and variables, we teach a practical approach to help design complex learning modules. You’ll also get to experiment with creative interactions using dials and sliders, and explore the use of motion and shape intersection triggers, that make motion paths the perfect tool for unique presentations and gaming.

Prerequisites

Training sessions are designed for a variety of skill levels. All participants should have basic computer skills and familiarity with some of the more common user interfaces.

All three days of training are interactive and hands-on. Therefore, participants are required to have Articulate 360 installed on their PC (or Mac with Windows), or the Articulate 360 free trial.

Prior to the training, please make sure you are able to access the applications. Please resolve any access issues with your IT department.

System requirements

Hardware
- 2.0 GHz processor or higher (32-bit or 64-bit)
- 2 GB minimum memory. 1 GB minimum available disk space.
- 1,280 x 800 screen resolution or higher
- display Sound card, microphone and webcam for recording narration and video

Software
- Operating system: Windows 10 (32-bit or 64-bit), Windows 8 (32-bit or 64-bit), Windows 7 SP1 or later (32-bit or 64-bit), Mac OS X 10.6.8 or later with Parallels Desktop 7+ or VMware Fusion 4+
Day 1
Module 1: Introduction to Articulate 360
• Story view and slide view
• Undocking/redocking tool panels
• Preview
Module 2: User interface
• Story size
• Inserting new slides
• Introduction to Content Library 360
• Slide notes
• Text content, animations, transitions, audio, timeline
• Syncing objects to audio
• Slide properties
Module 3: Building blocks of Storyline
Module 4: Slides
• Story size
• Inserting new slides
• Introduction to Content Library 360
• Slide notes
• Text content, animations, transitions, audio, timeline
• Syncing objects to audio
• Slide properties

Day 2
Module 1: Quizzing
• Questions: graded, survey, freeform
• Feedback
• Quiz features, importing questions, question banks, and result slides
• Remediation with lightboxes
Module 2: Simulations
• Simulation map & building a simulation
Module 3: Screen recording
• Recording, inserting, action fine tuning

Day 3
Module 1: Motion Paths
• Motion paths options
• Creating & triggering motion paths
Module 2: Introduction to variables
Module 3: Text variables
• Reference variables
• Variables and conditions

Module 4: Player design
• Features, menu, resources, glossary etc. Player features at the slide level
Module 5: Publish
• Output
• Properties
• Distributing your published courses
Module 6: Articulate Review 360
• Publishing to Articulate Review 360
• Distribute your published course
• Working with Articulate Review 360

Module 4: Number variables
• Performing calculations
Module 5: True False variables
• Creating a customised learning path
Module 6: Sliders and dials